“why did every dev leave”

Every single developer agreed that if Zym does not hand down leadership, we will all leave.

Lumanyii was not involved with this and was removed by Zym.

“why did u guys unionize”

- Lying about taking from group funds. Repeatedly saying “I get nothing from this” while taking a total of roughly $3,000 dollars. Receipts attached below.
- Repeatedly saying questionable things & defending bad people (see Cipher announcement, fran situation where he was supposed to be removed 6 months prior)
- A lack of quality in ideas & lore. Just to illustrate the kind of ideas we were given by Zym:
  Adrian - “The Worst of the BEST”

  Adrian is a silent assassin who refuses to use his personal Thor 500 AND instead uses the knifes to throw at the enemies during the night, even tho knife dont deal alot of dmg every 4 knifes he throws a poisoned one and every 10th dagger is a guarantee headshot dealling 85 dmg. Once he gets below 50% hp (which is not hard) he will start using his Thor 500 that pierces enemies and deals 300 DAMAGE per shot. But sadly he refuses to heal off of anything but his own “satisfaction” meaning he heals only when he kills enemies healing for half of dmg per knife kill and 50 hp per Thor kill. He has 1500 HP, but is very fast even with thor in his hands.

- A total lack of presence of management. I was running the modelers, had to fix his orders to the animators, starting up the tester team again. He did not have access to the codebase for months - I left it there as a test to see if he would ever ask, while he was also claiming to be up to date with the code.
- LC map being doomed (btw was started in like 2021 lol). Attached below are screenshots of the progress of the LC map in wireframe view. This is also why Lumanyii was removed. zym either didn’t know about this or didn’t care enough and neither are good outcomes
- Being unable to make the hard decisions & fast calls in tight situations. Zym had to be told about the chat update and I think they still don’t realize the full ramifications of that update, given they’re telling people to type /nightly /legacy ;-;

“what reasons *didn’t* we unionize over”

- We didn’t unionize because of disagreements about lore/game direction. Many within the dev team disagree with direction.
- LC being received poorly. We know why it failed and we were working on fixing it.
- Disagreement over the games atmosphere/vibes. All the devs are in agreement that the biggest failure of LC pre-alpha was ruining the vibes. There are already improvements here in /nightly, but also we had more stuff planned for the Christmas update.
- Pay. We all have hope in the game eventually locking in, Zym is what crushed our motivation to continue.

“are you really going to just leave shit in this half finished state?”

all of our previous work on the game and updates have been peacefully transferred to Zym. A lot of the pain points of the game at the current update are already fixed in that, but would need development hours that we are no longer able to provide, but could be finished and published with no issue. (see the section for the next update)

“why are you just now going public?”

Since we were being misrepresented by zym and the community, we came out with our own reasoning.

anecdotal stuff from frost

this quote from taro sums it up enough: “You're playing development lead while essentially having the project lead as your adversary”.

I have a very clearcut 1 -> 100 for how to get rid of redcode and implement so many features players have been begging for, e.g. keybinds, loadouts, better character customization. But a lot of the steps there involve things like redoing animations. I was in charge of dispatching work to the animators and modellers, and it’s really hard to do that when there are two people giving contradicting orders. Zym and I were just not working towards the same goals, and honestly I have probably lost years off my life due to fallout from this. I’ve tried to fix this but every time I do I end up hearing “yes This is exactly why i ___” with nothing actually happening.

even if this situation didn’t happen, I was still gone. I just don’t want to put up with that.

what was the next update gonna be

(all of these were 90% done)

- new challenges & achievements (and badges that give you discord roles such as showdowner)
- loadout slots
- cosmetics overhaul to have multiple cosmetics
- the option to ready up without spectating so u can edit loadout and look through settings while readied up
- multiple accessory slots
- Loadout slots, multiple hairs / accessories
- Gamemode selection UI
- Reverting the lighting & atmosphere back
- Fixing sq movestack
- New cosmetics
- New titles
- A christmas questline with a different lab raid & evac

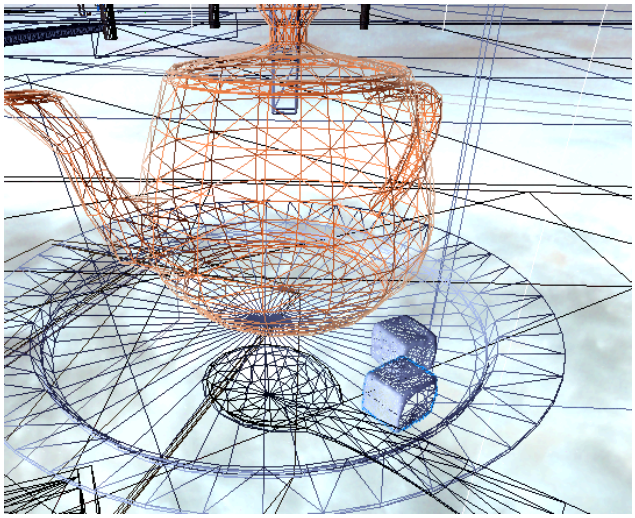
“what were you gonna do next?”

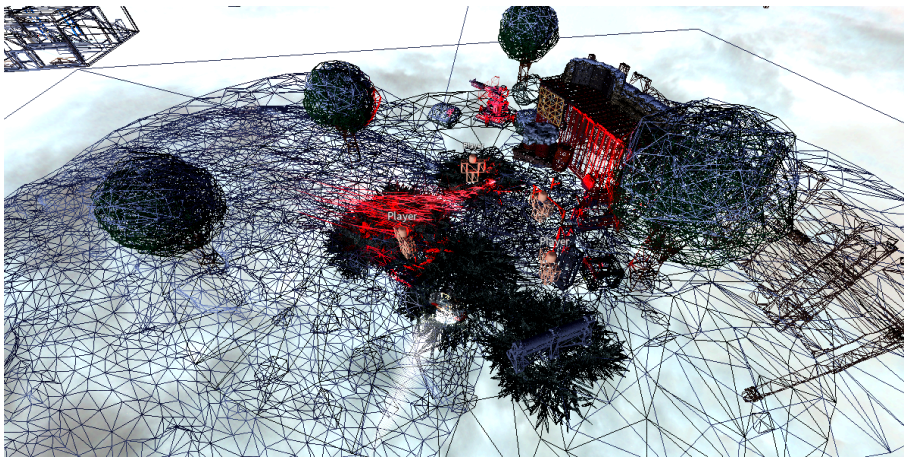
- AI rewrite, scav footsteps
- Adding proper synced telegraphing
- Proper combat system overhaul, with telegraphed parry timings
- Status effects rewrite to make the virus not a status effect anymore and so we can add new statuses
- VFX reworks
- fixing item rarity so stuff is at its proper rarity pre-whatever roblox change that happened a few years ago that made everything more common

final words

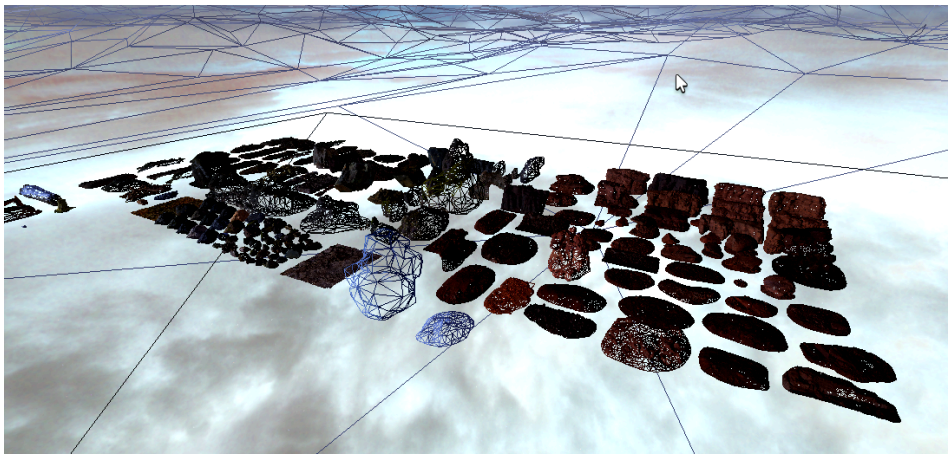
I will make this short. This is our final ask for Zym: Just hand it off. We aren’t doing this for lore, for direction, for appearance. We did this because working under you has proven to be demotivating and stressful. We’ve talked to you about this many times, I (ffrostfall) personally have turned a blind eye to so much. I ignored your group payouts until it was problematic for the game, because I thought the drama would hurt the game more than it would help it. I tried to get you to remove Fran months before it happened - in fact, I talked about removing Fran the moment I came back. It never happened. I don’t see a future where Decaying Winter is alive & well with you as the owner, and *that* is why this happened.

Attached LC map wireframe stuff:





idk why but they just put unreal assets in roblox but they are very poorly optimized



This is the size of an indev LC map compared to Crossroads (red). We had concerns over the size, but zym doubled down on it.

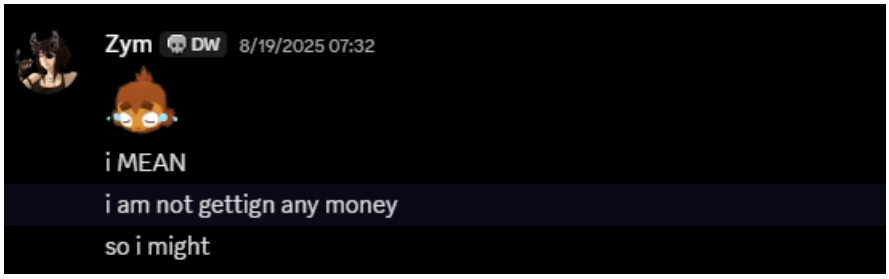
Attached are the receipts of Zym's group payouts. These are scraped from Roblox's audit logs. This is robux we could've used to fund modelers, animators & artists.

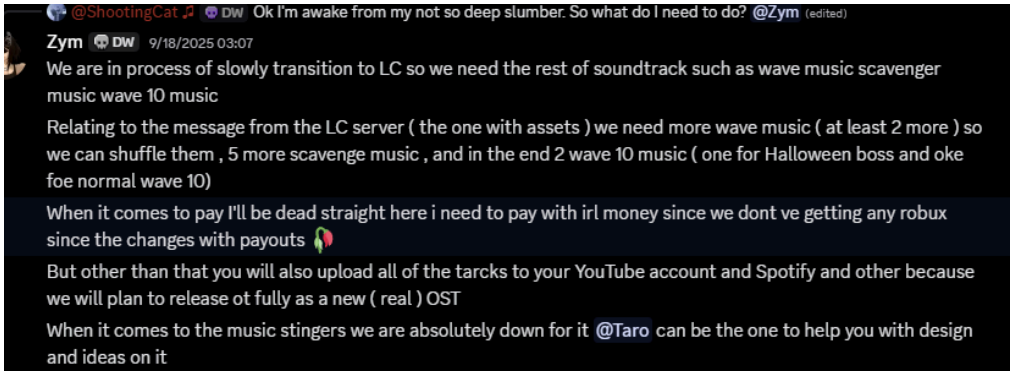
oh also i think zym unintentionally gave me audit log permissions. i asked for administrator permissions on the roblox role and he gave me it, but later was surprised when i had audit log permissions and payout permissions.

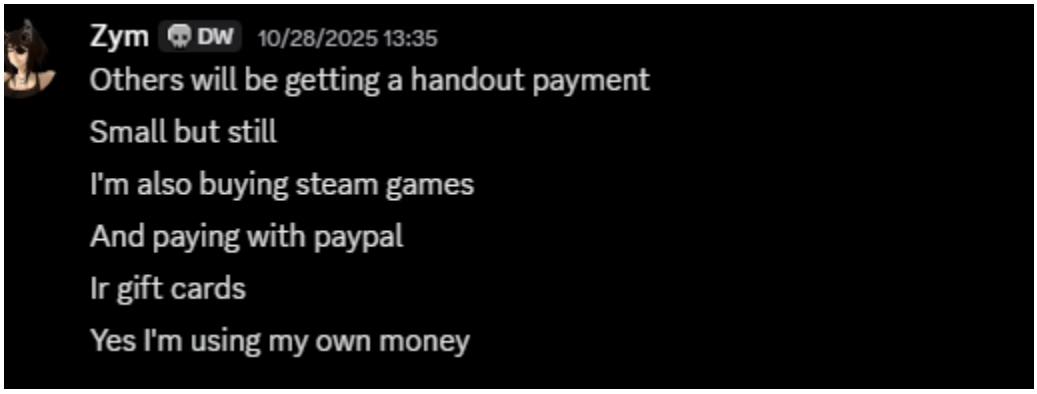
Date	Amount
2024/11/21-20:06:22	40000
2024/11/22-19:26:42	40000
2024/12/07-22:06:51	4000

2024/12/28-17:42:04	30000
2024/12/30-09:35:46	40000
2025/01/06-12:07:26	20000
2025/02/09-11:38:07	10000
2025/04/13-08:12:52	50000
2025/04/14-19:42:56	50000
2025/04/23-19:47:56	40000
2025/04/23-20:02:55	10000
2025/04/24-08:29:54	40000
2025/04/26-00:21:54	30000
2025/04/27-21:46:13	30000
2025/04/27-22:11:59	30000
2025/05/03-16:24:27	50000
2025/05/10-23:45:27	30000
2025/05/26-18:26:00	40000
2025/05/31-19:56:51	10000
2025/06/05-14:34:05	20000
2025/06/05-22:43:42	20000
2025/06/09-23:15:23	20000
2025/06/29-09:54:17	4000
2025/07/19-18:43:43	10000
2025/07/27-13:57:21	40000
2025/08/03-15:43:42	40000
2025/08/03-17:33:41	10000
2025/08/28-13:19:56	10000
2025/09/08-12:26:53	10000
2025/10/12-10:52:19	10000
2025/10/12-17:03:08	5000
2025/10/19-13:05:24	2000
2025/10/26-08:15:22	5000
2025/10/29-14:27:52	8000
2025/10/29-15:03:36	2000
2025/10/29-15:17:35	1500

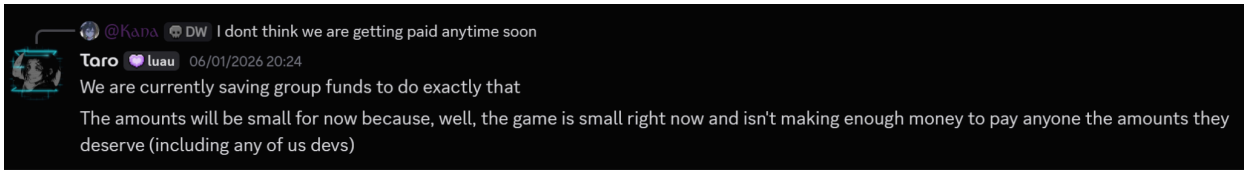
Screenshots of them saying they dont get money off it:




@ShootingCat DW Ok I'm awake from my not so deep slumber. So what do I need to do? @Zym (edited)
Zym DW 9/18/2025 03:07
We are in process of slowly transition to LC so we need the rest of soundtrack such as wave music scavenger music wave 10 music
Relating to the message from the LC server (the one with assets) we need more wave music (at least 2 more) so we can shuffle them , 5 more scavenge music , and in the end 2 wave 10 music (one for Halloween boss and oke foe normal wave 10)
When it comes to pay I'll be dead straight here i need to pay with irl money since we dont ve getting any robux since the changes with payouts
But other than that you will also upload all of the tarcks to your YouTube account and Spotify and other because we will plan to release ot fully as a new (real) OST
When it comes to the music stingers we are absolutely down for it @Taro can be the one to help you with design and ideas on it


Zym DW 10/28/2025 13:35
Others will be getting a handout payment
Small but still
I'm also buying steam games
And paying with paypal
Ir gift cards
Yes I'm using my own money

Screenshots of the effects of this:


@Kana DW I dont think we are getting paid anytime soon
Taro luau 06/01/2026 20:24
We are currently saving group funds to do exactly that
The amounts will be small for now because, well, the game is small right now and isn't making enough money to pay anyone the amounts they deserve (including any of us devs)

We confronted Zym about this internally in November, and he stopped taking from the group funds.